

WHAT IS CLAIMED IS:

1.

An Internet-based recording method that performs all audio and video recording functions over an Internet browser connection established between a user front end and a host back end, wherein the user front end requires only a microphone, a camera, and access to the Internet browser, the method comprising:

- 5 recording audio and video material over the Internet browser connection, wherein audio and video material originates on the user front end and is recorded on the host back end without requiring recording functionality on the user front end;
- storing the recorded audio and video material on the host back end; and
- providing access to the recorded audio and video material.

2. The method of claim 1, wherein providing access to the recorded audio and video material comprises:

- enabling recorded audio and video material on the host back end to be reviewed at the
- 5 user front end.

3. The method of claim 1, wherein providing access to the recorded audio and video material comprises:

- enabling recorded audio and video material on the host back end to be re-recorded from
- 5 the user front end.

4. The method of claim 1, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at an additional location, wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

5. The method of claim 4, wherein the pointer is a hyperlink.

6. The method of claim 1, wherein recording and storing the audio and video material further comprises:

producing hypertext markup language code associated with the recorded and stored audio and video material to facilitate accessing the recorded and stored audio and video material.

7. The method of claim 6, wherein providing access to the recorded audio and video material comprises:

enabling access to the recorded audio and video material stored at the host back end from at least one additional location by copying the hypertext markup language code produced at the host back end and pasting the hypertext markup language code to the at least one additional location.

8. The method of claim 7, wherein the at least one additional location is an auction site.

9. The method of claim 1, wherein providing access to the recorded audio and video
5 material comprises:

enabling recorded audio and video material on the host back end to be edited from the
user front end.

10. The method of claim 9, wherein the recorded audio and video material includes a
recorded audio portion and a recorded video portion, and wherein enabling recorded audio and
video material on the host back end to be edited from the user front end comprises:

5 in response to input from the user front end, enabling audio material to be re-dubbed over
the recorded audio portion of the recorded audio and video material stored at the host back end
while retaining the recorded video portion of the recorded audio and video material stored at the
host back end.

11. The method of claim 1, wherein providing access to the recorded audio and video
material comprises:

in response to input from the user front end, copying the recorded audio and video
5 material stored at the host back end to at least one additional location.

12. The method of claim 1, wherein providing access to the recorded audio and video
material comprises:

enabling additional audio material, video material, or audio and visual material to be
5 attached to the recorded audio and video material stored on the host back end, wherein the

additional audio material, video material, or audio and visual material originates from the user front end.

13. An Internet-based recording method that performs all audio and video recording functions over an Internet browser connection established between a user front end and a host back end, the method comprising:

5 recording audio and video material over the Internet browser connection, wherein audio and video material originates on the user front end and is recorded on the host back end without requiring recording functionality on the user front end;

storing the recorded audio and video material on the host back end;

generating code associated with the recorded and stored audio and video material to

10 facilitate accessing the recorded and stored audio and video material; and

enabling the generated code to be copied and pasted to an additional location, wherein activating the generated code provides access to the recorded audio and video material from the additional location.

14. The method of claim 13, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

15. The method of claim 13, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

16. The method of claim 13, wherein enabling the generated code to be copied and pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at the additional location, wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

17. The method of claim 16, wherein the pointer is a hyperlink.

18. The method of claim 13, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video material, thereby facilitating access to the recorded and stored audio and video material from the additional location.

19. The method of claim 18, wherein the additional location is an auction site.

20. An Internet-based recording method that performs all audio and video recording functions over an Internet browser connection established between a user front end and a host back end, the method comprising:

uploading photographic still material to the host back end from the user front end; recording audio material over the Internet browser connection that is linked with the photographic still material, wherein audio material originates from the user front end and is recorded on the host back end without requiring recording functionality on the user front end;

storing the recorded audio material and the linked photographic still material on the host

10 back end;

generating code associated with the recorded audio material and the linked photographic still material to facilitate accessing the recorded audio material and the linked photographic still material; and

enabling the generated code to be copied and pasted to an additional location, wherein

15 activating the generated code provides access to the recorded audio material and the linked photographic still material from the additional location. -

21. The method of claim 20, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

22. The method of claim 20, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

23. The method of claim 20, wherein enabling the generated code to be copied and pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at the additional location,

5 wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

24. The method of claim 20, wherein the pointer is a hyperlink.

25. The method of claim 20, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video material, thereby facilitating access to the recorded and stored audio and video material from the
5 additional location.

26. The method of claim 20, wherein the additional location is an auction site.

27. The method of claim 20, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the
5 user front end.

28. The method of claim 20, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video
5 material stored at the host back end to at least one additional location.

29. The method of claim 20, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be
5 attached to the recorded audio and video material stored on the host back end, wherein the

additional audio material, video material, or audio and visual material originates from the user front end.

30. An Internet-based recording system that performs all audio and video recording functions over an Internet browser connection established between a user front end and a host back end, the system comprising:

5 recording software located on the host back end, wherein the recording software processes and records audio and video material on the host back end that originates from the user front end;

storage located on the host back end for storing the recorded audio and video material;

10 an interface that provides a user at the user front end with access to a virtual recording room and enables the user to record audio and video material originating from the user front end by activating the recording software on the host back end without requiring recording functionality on the user front end;

15 a code generator that produces code associated with the recorded audio and video material, wherein the code facilitates accessing the recorded audio and video material, and wherein the code is copyable and pasteable to an additional location, thereby providing access to the recorded audio and video material from the additional location while the recorded audio and video material remains stored at the host back end.

31. The system of claim 30, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

32. The system of claim 30, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

33. The system of claim 30, wherein enabling the generated code to be copied and pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at the additional location,

5 wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

34. The system of claim 30, wherein the pointer is a hyperlink.

35. The system of claim 30, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video material, thereby facilitating access to the recorded and stored audio and video material from the additional

5 location.

36. The system of claim 30, wherein the additional location is an auction site.

37. The system of claim 30, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the

5 user front end.

38. The system of claim 30, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video
5 material stored at the host back end to at least one additional location.

39. The system of claim 30, wherein providing access to the recorded audio and video
material comprises:

enabling additional audio material, video material, or audio and visual material to be
5 attached to the recorded audio and video material stored on the host back end, wherein the
additional audio material, video material, or audio and visual material originates from the user
front end.

40. A Wi-Fi based recording method that performs all audio and video recording
functions over an Wi-Fi connection established between a user front end and a host back end, the
method comprising:

5 recording audio and video material over an Wi-Fi connection using a personal digital
assistant, wherein audio and video material originates on the user front end and is recorded on
the host back end without requiring recording functionality on the user front end;

storing the recorded audio and video material on the host back end;

generating code associated with the recorded and stored audio and video material to
10 facilitate accessing the recorded and stored audio and video material; and

enabling the generated code to be copied and pasted to an additional location, wherein
activating the generated code provides access to the recorded audio and video material from the
additional location.

41. The method of claim 40, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the user front end.

42. The method of claim 40, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from the user front end.

43. The method of claim 40, wherein enabling the generated code to be copied and pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video material stored at the host back end to a pointer that is placed at the additional location,

5 wherein activating the pointer provides access to the recorded audio and video material stored at the host back end.

44. The method of claim 40, wherein the pointer is a hyperlink.

45. The method of claim 40, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video material, thereby facilitating access to the recorded and stored audio and video material from the

5 additional location.

46. The method of claim 40, wherein the additional location is an auction site.

47. The method of claim 40, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

48. The method of claim 40, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video material stored at the host back end to at least one additional location.

49. The method of claim 40, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material stored on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.

50. An wireless mobile communications based recording method that performs all audio and video recording functions over a wireless mobile connection established between a user front end and a host back end, the method comprising:

recording audio and video material over an wireless mobile connection, wherein audio and video material originates on the user front end and is recorded on the host back end without requiring recording functionality on the user front end;

storing the recorded audio and video material on the host back end;

generating code associated with the recorded and stored audio and video material to
10 facilitate accessing the recorded and stored audio and video material; and
enabling the generated code to be copied and pasted to an additional location, wherein
activating the generated code provides access to the recorded audio and video material from the
additional location.

51. The method of claim 50, further comprising:

enabling recorded audio and video material on the host back end to be reviewed at the
user front end.

52. The method of claim 50, further comprising:

enabling recorded audio and video material on the host back end to be re-recorded from
the user front end.

53. The method of claim 50, wherein enabling the generated code to be copied and
pasted to an additional location comprises:

in response to input from the user front end, linking the recorded audio and video
material stored at the host back end to a pointer that is placed at the additional location,

5 wherein activating the pointer provides access to the recorded audio and video material
stored at the host back end.

54. The method of claim 50, wherein the pointer is a hyperlink.

55. The method of claim 50, wherein the generated code is hypertext markup language that is associated with and linked to the recorded and stored audio and video material, thereby facilitating access to the recorded and stored audio and video material from the additional location.

56. The method of claim 50, wherein the additional location is an auction site.

57. The method of claim 50, wherein providing access to the recorded audio and video material comprises:

enabling recorded audio and video material on the host back end to be edited from the user front end.

58. The method of claim 50, wherein providing access to the recorded audio and video material comprises:

in response to input from the user front end, copying the recorded audio and video material stored at the host back end to at least one additional location.

59. The method of claim 50, wherein providing access to the recorded audio and video material comprises:

enabling additional audio material, video material, or audio and visual material to be attached to the recorded audio and video material stored on the host back end, wherein the additional audio material, video material, or audio and visual material originates from the user front end.